Nintendo

GAME BOY COLOR

CGB-AT7E-USA

MAGICAL TETRIS CHALLENGE™

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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MICKEY'S CHALLENGE!

Today is the day of the annual Tetris Carnival. Everybody brings a Tetris game, and the competition begins! The main event is the Tetris Coin Rally Tournament. Every year, this exciting event awards the most unique prize. This year's winner will become "Mayor for the Day."

Pete wants to win the tournament so he can control the town and create mischief all day! Pete is a bad guy, but his skill at Tetris is amazing!

Mickey usually joins the tournament just for fun. But after learning what Pete is up to, he's got to defeat Pete or the whole town will be in big trouble!

Minnie joins the tournament, hoping that if she wins, she can march at the head of a gorgeous parade.

If Donald becomes "Mayor for a Day," he plans to order the whole town to listen to a day-long singing concert, starring Donald Duck!

Goofy would like to take the prize and hold a special "Plow Day" where everyone joins in plowing vegetable fields all day long!

All the competitors are ready. The final tournament is about to begin. Who will win? It's all up to you!

MICKEY & FRIENDS

Mickey and his pals are eager to see who becomes "Mayor for a Day." Help your favorite character win!

Mickey

Superstar Mickey Mouse does his best to thwart Pete's devious scheme!

Donald

Cheerful but easily riled, Donald Duck is always ready to take up a Tetris challenge!

Minnie

Minnie loves to be the height of fashion. She's already planning her stylish victory parade.

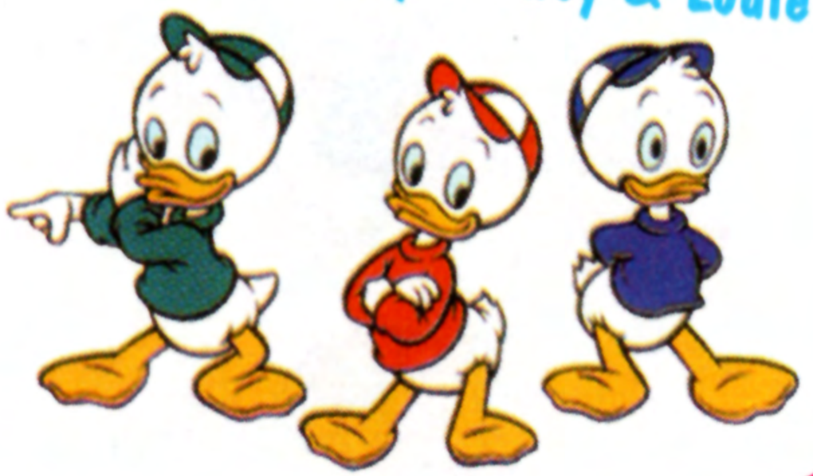
Chip 'n' Dale

These cute squirrel brothers are "nuts" about making mischief!

Goofy

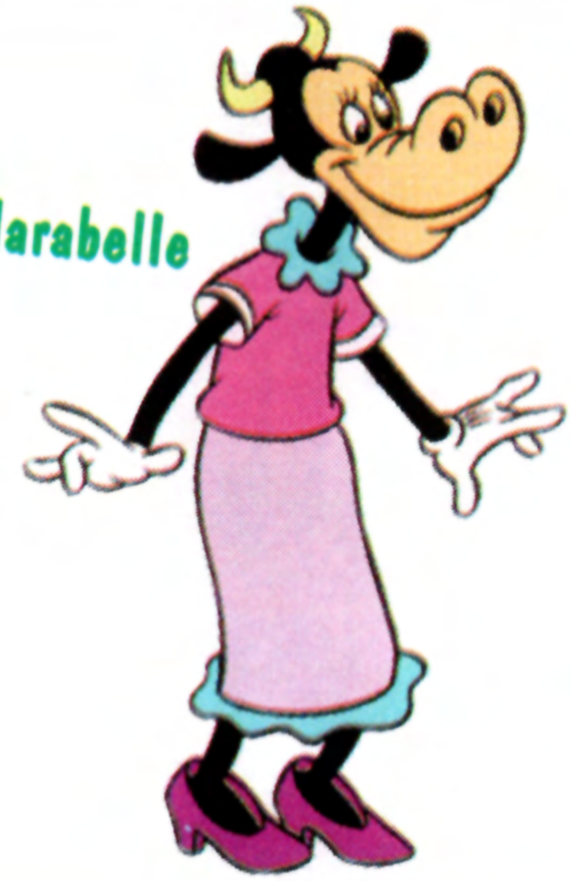
Good-natured but a little clumsy, Goofy hopes to win and show how much fun raising vegetables can be.

Huey, Dewey & Louie



Huey, Dewey and Louie are always hatching a new plan or coming to the rescuc of "Unca Donald"!

Daisy



Clarabelle

Horace

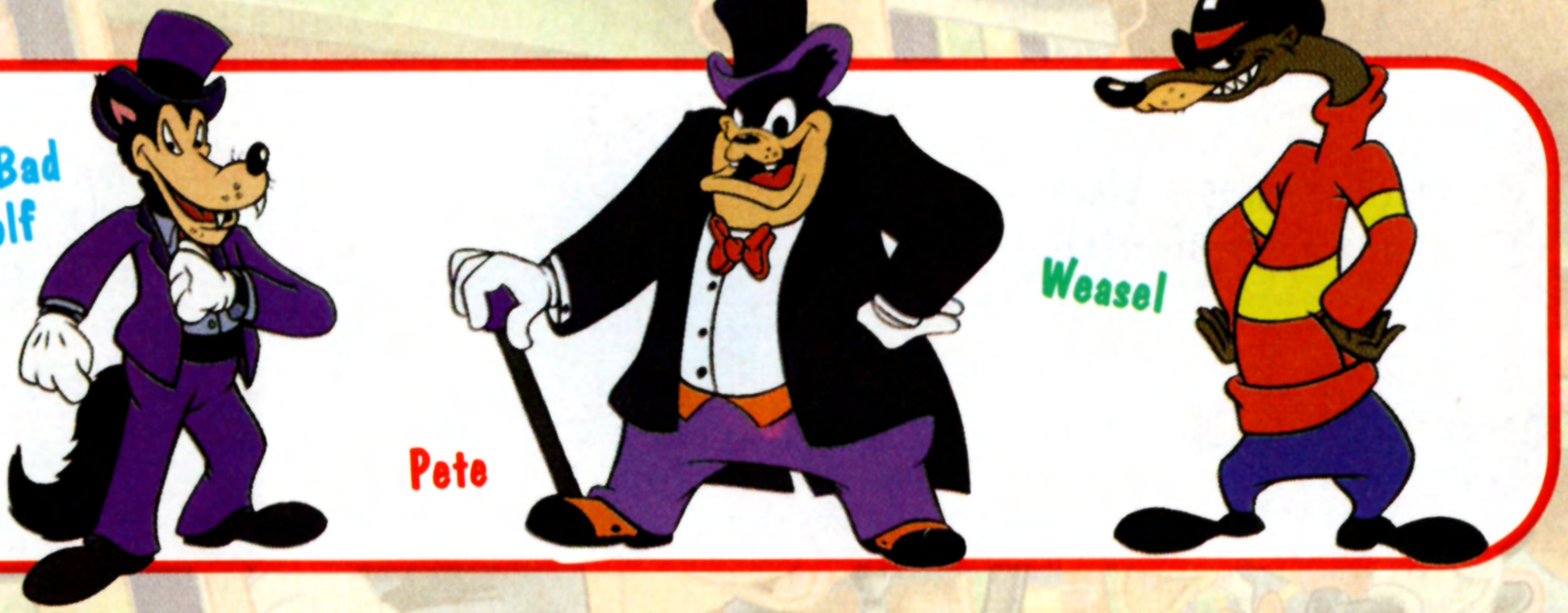
Daisy is romatic and passionate. She can't wait to cheer on her boyfriend Donald in the Tetris Coin Ralley Tournament!

Tender Clarabelle loves flowers and music. She's usually quiet, except when Mickey is winning!

Carefree Horace does the best he can in everything he puts his hoof to.

BAD GUYS

Pete and his gang have their eye on taking over the town!



Big Bad Wolf is cool and cunning. He's Pete's tough sidekick.

Pete's favorite hobby is plotting wicked schemes. His excellent Tetris skills give him a good chance to become "Mayor for a Day"!

Short-tempered Weasel likes nothing better than a rowdy quarrel. But at heart he's a coward!

CONTROLS

Control Pad

- Move pointing finger to mark a game mode
- Move block

- Quick Drop a block like a ton of bricks

- Move block left
- Move block right
- Speed up a falling block

B Button

- Cancel in menus
- Turn block to the left (counter-clockwise)

A Button

- Select in menus
- Turn block to the right (clockwise)
- Start Target Tetris

START

- Start the game
- Pause/resume

SELECT

- Retry Stage in Target Tetris (see page 22)
- Switch screens in Harmony Tetris (see page 23)

Press A + B + START + SELECT to start the game over.

SETUP

1. Insert the Magical Tetris Challenge Game Pak and turn on your Game Boy.
2. Press START when you see the Title screen.
3. Use the D-Pad to highlight your data door and press START.
4. If you want to delete a name, highlight DELETE, highlight a door, and answer YES or NO. Press START after each action.

If you chose a name, you'll go on to choosing your game mode (see page 11). If you chose a blank door, you can enter your name (see page 10).

INPUTTING YOUR NAME

1. To select a letter, move Mickey's glove with the Control Pad. Press the A Button to enter that letter in the name line.
2. Continue selecting letters until your name is complete. (Select ◁ to erase backward, select ▷ to leave a blank space.)

3. When your name is complete, select OK.

GAME MODES

Use the Control Pad to move the cursor and press the A Button to confirm.

1P Choose from 4 characters and play 6 different types of Tetris.

2P Challenge your pals! You'll need 2 Game Boy systems connected by a Game Link Cable (sold separately). Players can choose from 4 characters (but both players can't choose the same character) and play 3 different 2-player Tetris games.

QUEST Challenge the characters in the Tetris Coin Rally. Play different Tetris games to collect coins. Collect enough coins and win the Rally!

DATA Check out the best players and the highest scores. Highlight a data line and press the A Button.

STARTING GAMES

2-PLAYER GAME LINK CABLE CONNECTION

For 2 player games, turn off both Game Boy units, insert the Game Link Cable in both units (follow the Game Link Cable instruction manual) and turn on the Game Boy units.
Now you're ready to play!

STARTING 1 AND 2 PLAYER GAMES

1. Select a Tetris game and press the A Button. (After you complete Quest Mode, more Tetris games become available.)
2. Select your character and press the A Button.
3. Select a skill level: EASY, NORMAL, EXPERT, and press the A Button.

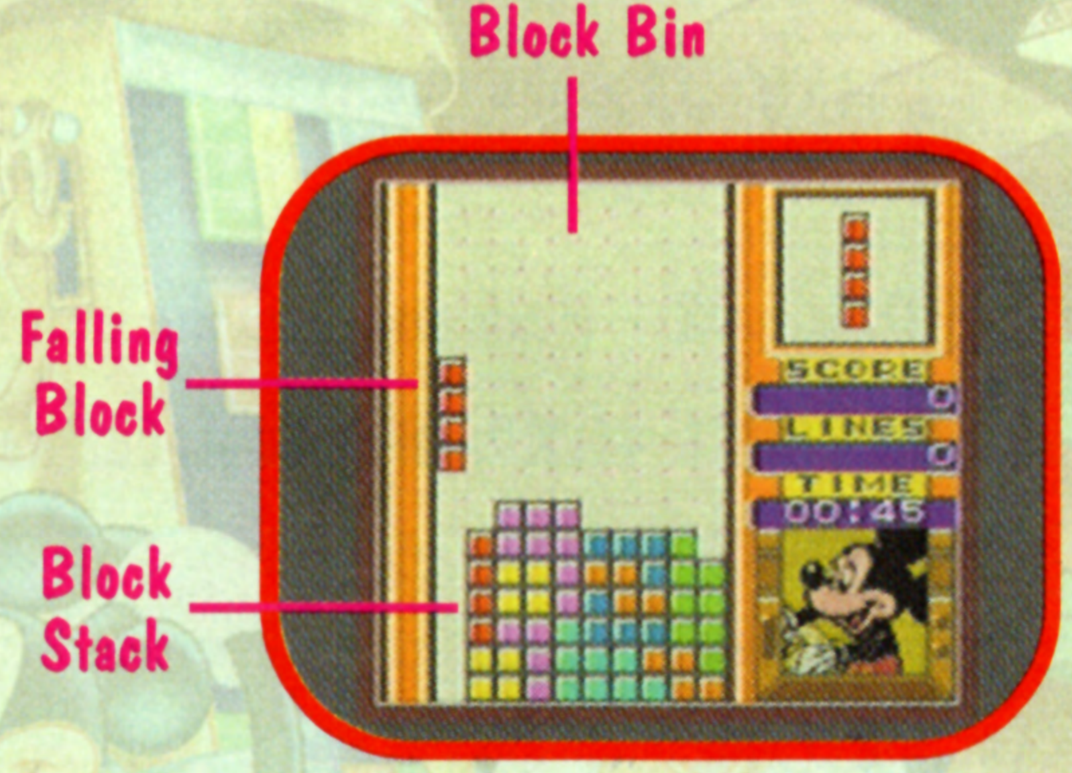
4. In 2 player games, choose the number of rounds (1, 3, 5) for your match and adjust the handicap.

BASIC RULES OF TETRIS

Arrange the blocks falling from the top of the screen so that they stack together without any open spaces. Remember, use the Control Pad to move the blocks left/right and press the A or B Button to turn the blocks while they're falling.

When you fill an entire line from left to right with blocks, that line disappears. (The line can be anywhere up or down in the block stack.)

If the stack reaches the top of the block bin, the game ends.



STANDARD TETRIS (1P)

Turn the shapes to fit them together when they reach the bottom. Fill up every square to make the lines vanish and score points.

GUIDELINES - Help you see the columns.

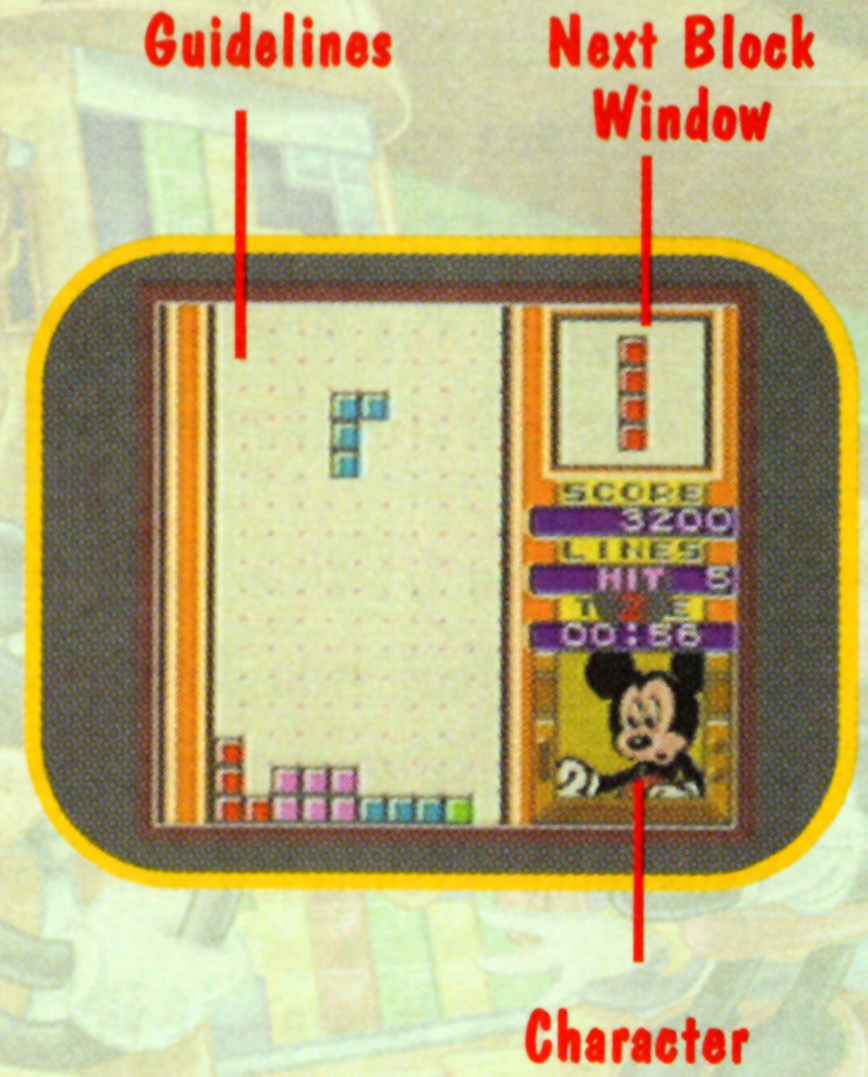
NEXT BLOCK WINDOW - See your next block before it falls.

SCORE - Your points.

LINES - How many lines vanished!

TIME - How long you've been at it.

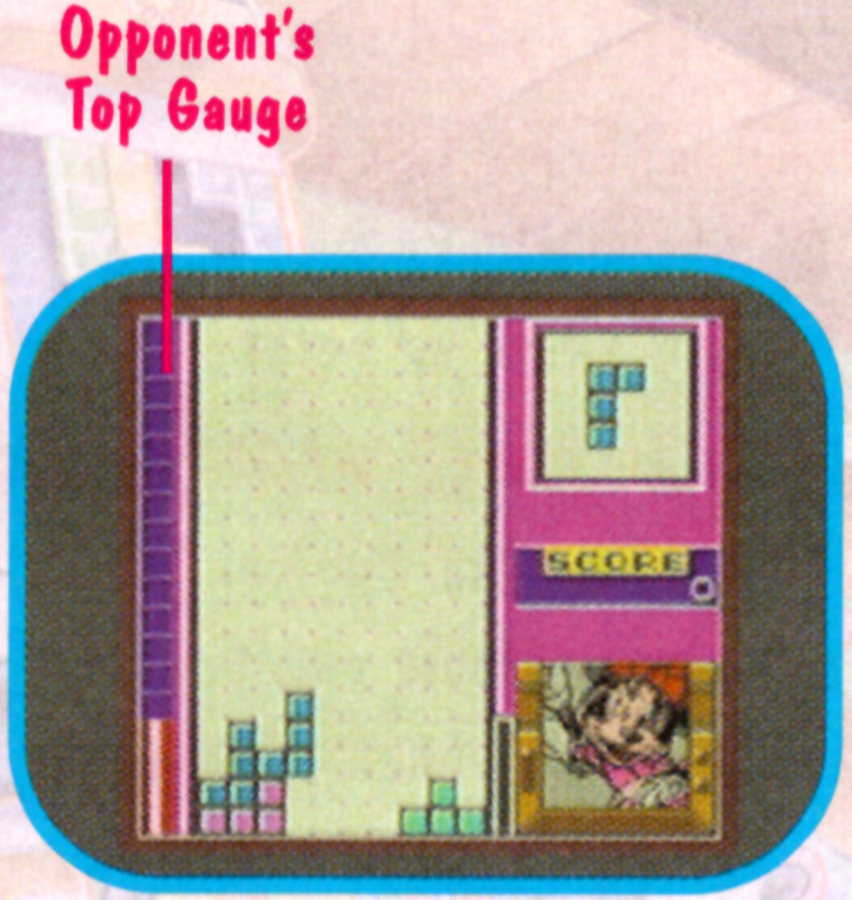
CHARACTER - Your player.



UPDOWN TETRIS (1P OR 2P)

Race your opponent to the finish! When you clear a line of blocks, it goes to your opponent's bin. Watch out! The same thing happens to you - and you end up with your opponent's blocks! If one player goes faster, the other player's blocks keep rising up. This is a test of speed and skill, so put all you've got into it!

OPPONENT'S TOP GAUGE - Shows where your opponent's highest block is in the block bin.



MAGICAL TETRIS (1P OR 2P)

Play a head-to-head game with Standard Tetris rules – and some special features!

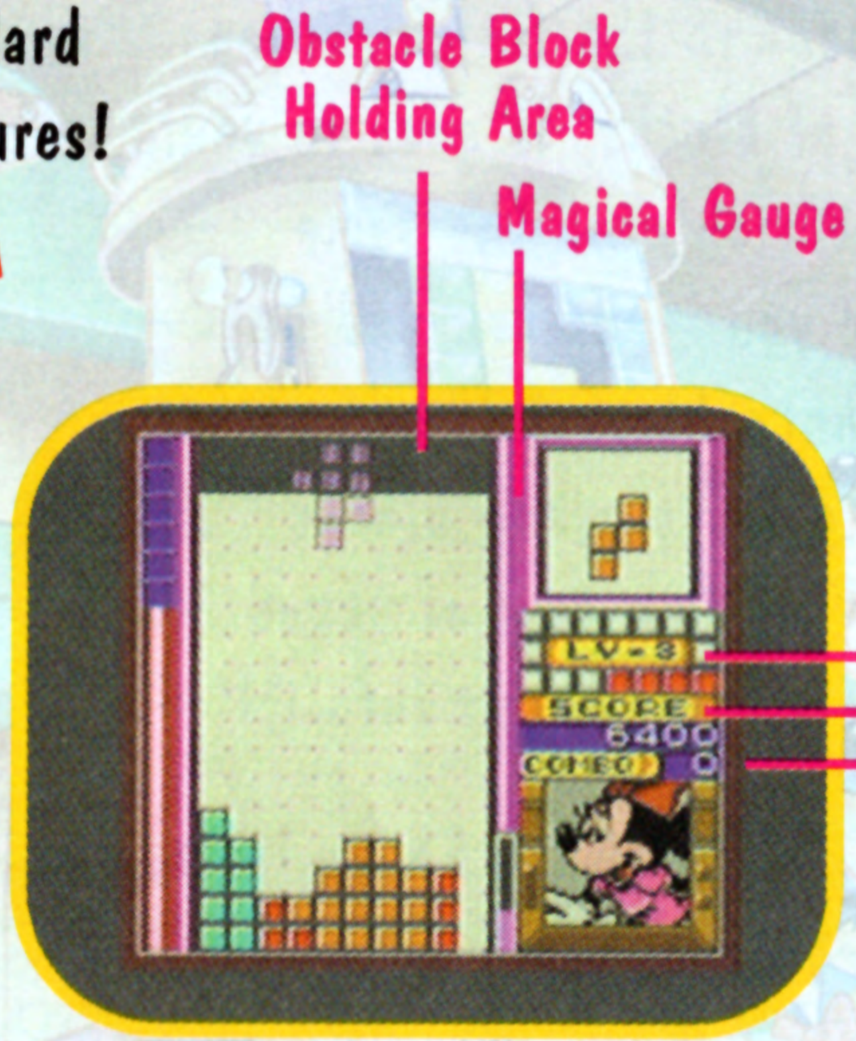
OBSTACLE BLOCK HOLDING AREA

- Obstacle Blocks sent by your opponent stack up here!

MAGICAL TIMER/MAGICAL LEVEL

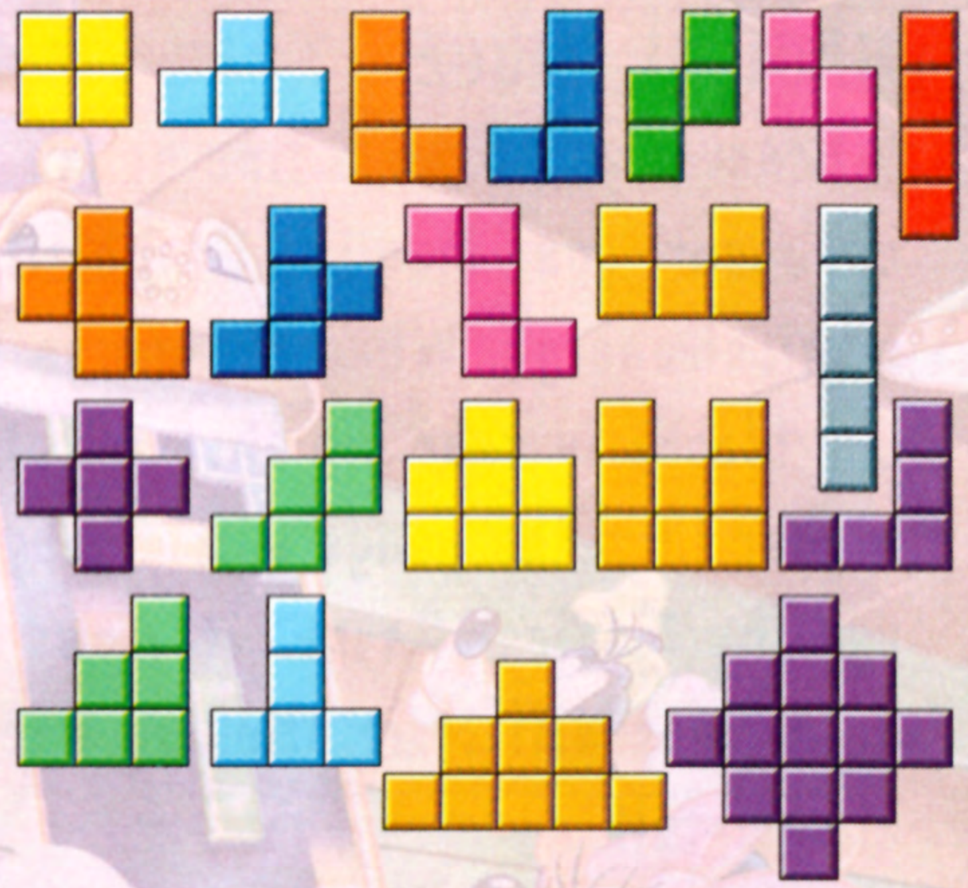
- The higher the magical level, the more Obstacle and Counter blocks your opponent gets when you perform a Magical Attack. (See page 17.)

COMBO COUNTER - The number of combos you've made. (Combos are two or more lines cleared one after the other.)



MAGICAL ATTACK - OBSTACLE BLOCKS

Whenever you clear a line, an Obstacle Block is sent to your opponent's Holding Area. The more lines you clear at once, the more Obstacle Blocks your opponent gets. (You'll get Obstacle Blocks if your opponent moves faster, so get going!)

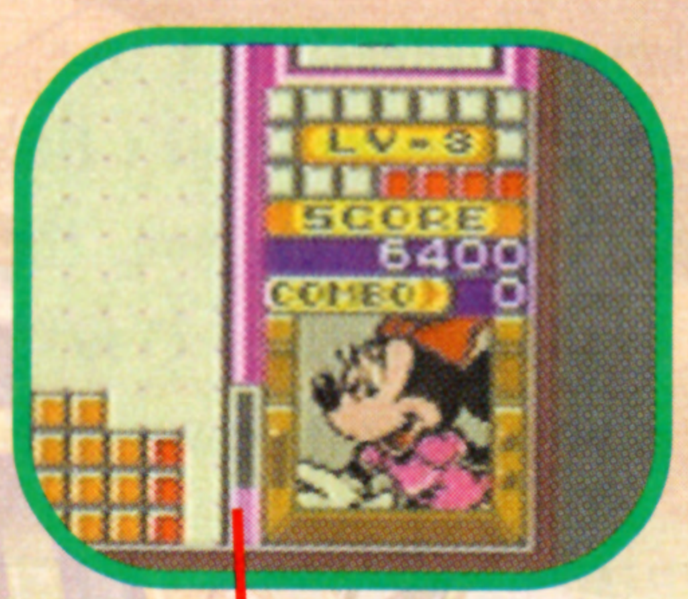


COUNTERATTACK - COUNTER BLOCKS

If you clear a line when an Obstacle Block is in your Holding Area, that block gets sent back to your opponent. When Obstacle Blocks get sent back, they're called Counter Blocks. You and your opponent can ricochet the same Counter Block back and forth - each time it switches sides, it grows! (You'll see "?" in the Holding Area.) A Counter Block can get as big as 5x5 squares.

MAGICAL GAUGE

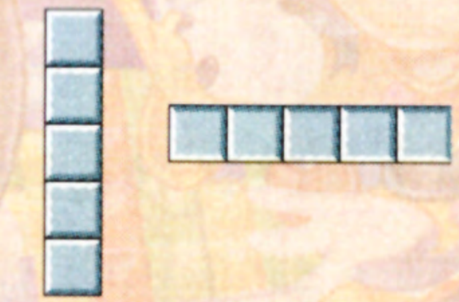
Whenever you clear a line or are attacked by your opponent, your Magical Gauge fills up a bit with magical energy. When the gauge fills all the way up, any blocks in your bin that are at the same level or higher than the gauge will disappear. Each time you use the Magical Gauge, it grows longer. Hint: The guidelines will start blinking when the gauge is almost full.



Magical Gauge

PENTRIS

A Pentris Block is a special kind of Obstacle Block. If you can clear 5 lines at once with a Pentris Block, your character will say "Pentris!" and send a more complicated block to your opponent.



MAGICAL TIMER

As you play Magical Tetris, the blocks around your Magical Level light up one by one. When all the blocks are lit, your Magical Level increases by one. Then, as the Magical Level rises, the blocks change from green to yellow to red and a bell rings.

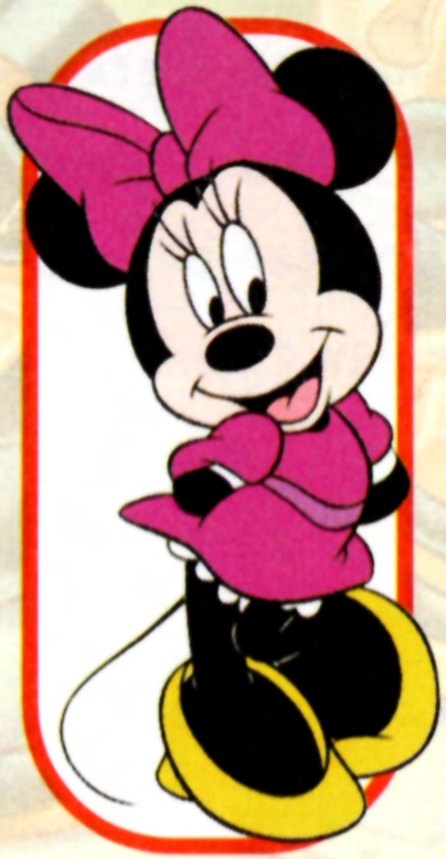
MAGICAL LEVEL

Your Magical Level starts at Level 1 and can increase up to Level 4 (see above). As the level gets higher, more and more Obstacle Blocks and Counter Blocks get sent to your opponent when you clear a line.

SIGNAL TETRIS (1P)

Change the colors of 10 "signals" in the top line to match the colors in the bottom line. When you clear a line, the last block you place changes the color of the "signal" below it. The faster you finish, the higher your score will be!

Note: Signal Tetris becomes available after you complete Quest Mode.

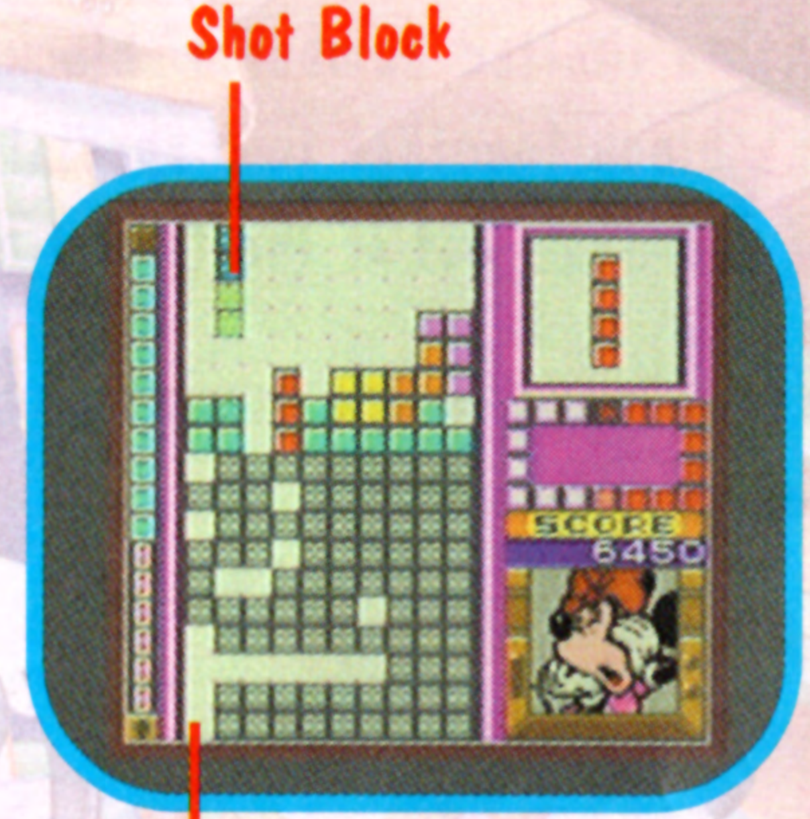


Top Line:
Signals to Change

Bottom Line:
Signals to Match

TOWER TETRIS (1P)

Race to clear the Key Block at the bottom of the block bin. When you start this game, the block bin is partly filled with blocks and spaces. To make things even harder, more lines are added from the bottom as you play.



SHOT BLOCK

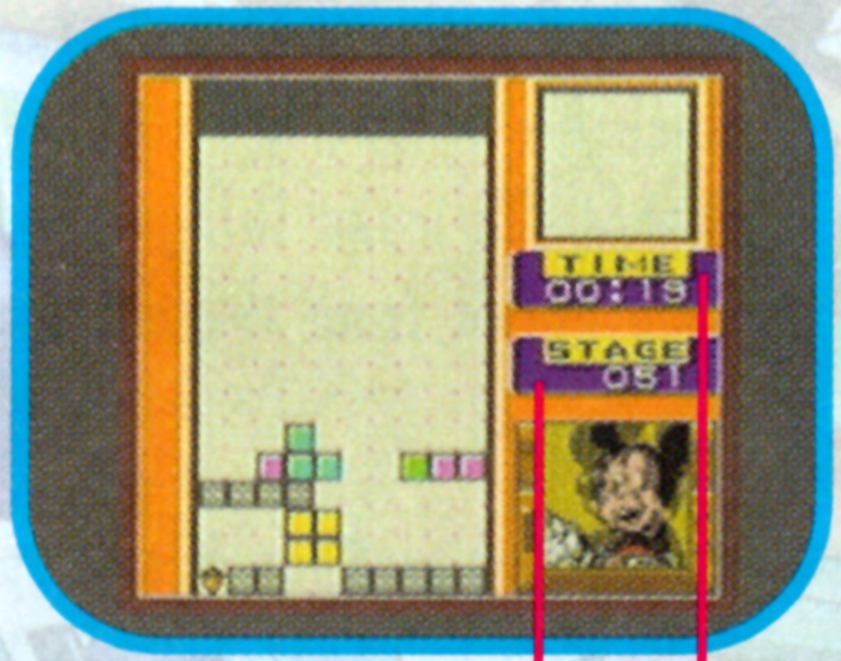
When the special Shot Block appears, press the A Button to shoot out blocks. See if you can clear lines one after the other by filling holes! (The Shot Block disappears when it reaches the bottom.)

Note: Tower Tetris becomes available after you complete Quest Mode.

TARGET TETRIS (1P)

A Tetris teaser! Clear all the lines on the screen with a limited number of blocks. You must fit the block together in a special way to win. If you don't get it the first time, try again.

Note: Target Tetris becomes available after you complete Quest Mode.



Stage

Stage Timer

SPECIAL CONTROLS

- A Button - Begin play.
- SELECT - Try again from the beginning.
- SELECT + Control Pad up/down - Replay a stage from those already completed.

BLOCK STOPPERS

Assemble your blocks around these symbols to clear the line.

HARMONY TETRIS (2P)

In this game, it takes 2 to win! Two players work together to clear the lines. Each player takes care of half the block bin.

SCREEN SWITCH

Press SELECT to switch screens with your partner and help each other out!

HIGH-SCORING COMBOS

Combos will continue as long as either player keeps clearing the lines one after the other. Hint: Look at your next block and switch screens if you think you can clear a line on your partner's side!

TETRIS QUEST

Mickey and his friends have all entered the Tetris Coin Rally Tournament, the final contest in the Tetris Carnival.

Each contestant has to collect a certain number of coins, by winning at different Tetris games. The coins needed are shown on the character's Coin Holder.

Pete has entered too, so watch out! Whoever wins becomes Mayor for the Day!

Control Pad
- Move cursor
- Move character

B Button
- Cancel selection

A Button
- Knock/Talk
- Check

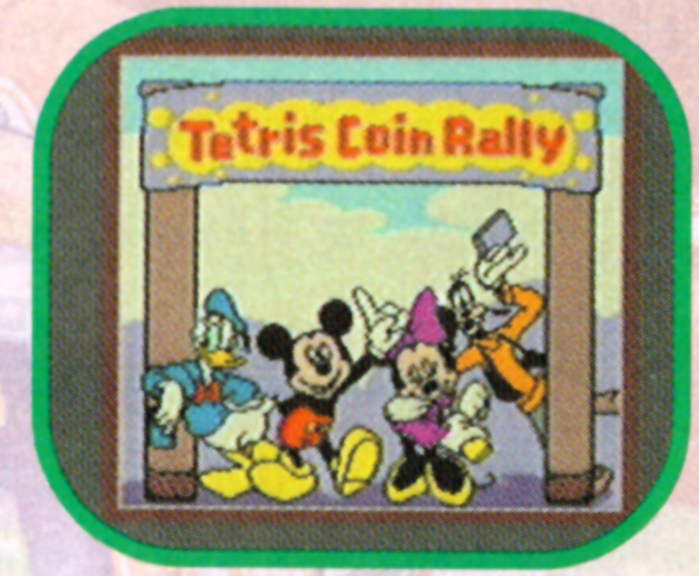
SELECT
- Open Coin Holder

START
- Skip message
- Open Save screen
- Pause/resume

STARTING THE QUEST

1. Select QUEST on the Game Mode menu and press the A Button.

2. If you've played before, you can choose to CONTINUE a game, start a NEW GAME, or go BACK to the Game Mode menu. If you haven't played before, go on to step 3.



3. Select your character and level. Press the A Button after each selection.

4. Find out what's happening! Press the A Button repeatedly to read the story (or press START to skip it).

5. While in town, press START to open the Save screen. From here you can SAVE AND CONTINUE the game, SAVE AND END the game, or EXIT.

PLAYING TETRIS QUEST

1. You always start in front of the house of the character you've selected. Read the "memo" to find out which coin you have.

2. Move your character forward (Control Pad down) into the town. In each place in town, you have the chance to play a Tetris game and win a coin.

3. Choose a place, walk up to a door and knock (A Button).

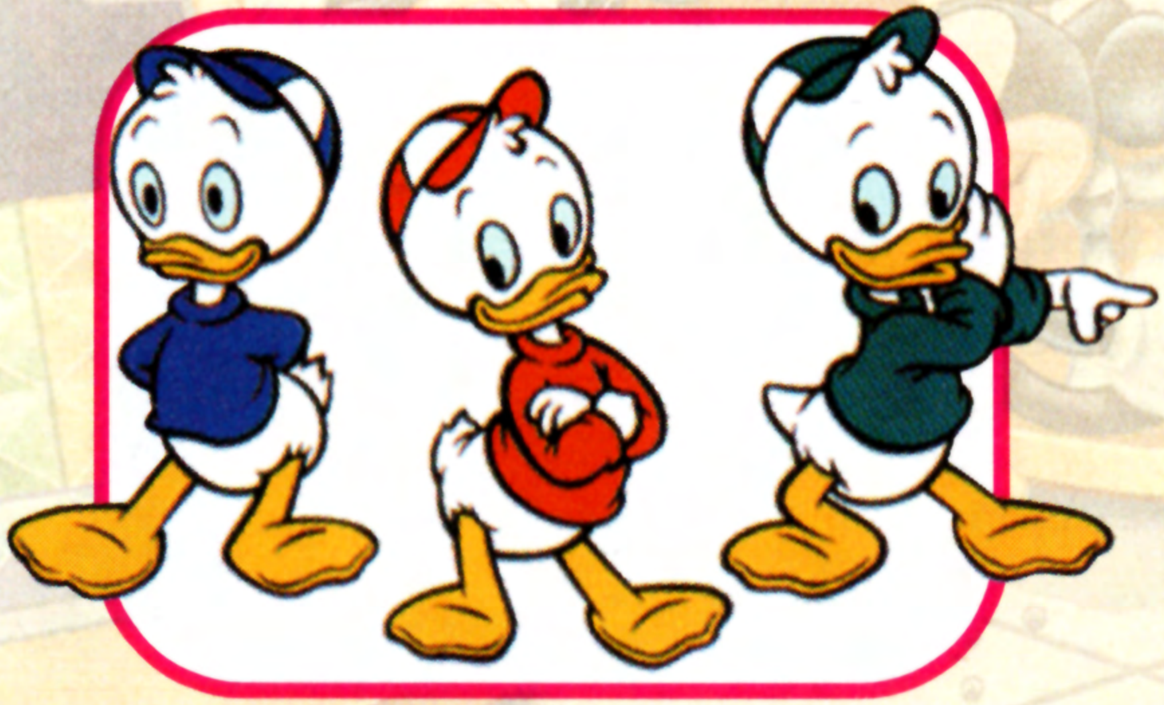
4. Read the conversation and decide if you want to play the Tetris game that's offered.

QUEST RULES

The first person who gets to the Goal with all 6 required coins is the winner!

THE COIN HOLDER

Check your Coin Holder (SELECT) to find out which coins you need to collect. You have a coin from the start, and you must collect the rest to finish the game.



GETTING COINS

If you win a Tetris match, you get the coin your opponent has. If you lose, you may lose one of your coins. If that happens, you can get the coin back by:

- Challenging the person who took your coin and winning the match.
- Challenging the person who gave you the coin and winning the match.

GOING TO THE GOAL

When you collect 6 coins, go to the Goal in the south part of town. The first person to reach the Goal with 6 coins wins Tetris Quest!

TETRIS QUEST HINTS

- Knock Knock! Try knocking everything in town to get the coins you need. You may find some hints.

- Find the person who has the coin you need and challenge him or her to a game. Be careful - if you lose the game, you lose your coin!

- If you've collected all the coins you need, hurry to the goal. Get there before anyone else and you win!

- They say there is a secret coin with Mickey's face on it. The coin can be any number. Maybe someone in town knows about this ...

- Ride the trolley and get a coin! There are 3 trolley stations in town. When the trolley comes, be sure to knock it.

- When you complete Quest Mode, you get a new Tetris game. There are 3 new games in all.

- Could there be a final surprise once you win all 3 Tetris games? Play again and see what happens!

RESULTS SCREEN

When a game is over, you'll see a Results screen showing your Score, Time, Lines Cleared and Ranking. (The Results screen doesn't appear in Quest Mode.) Press START to clear the screen.

CONTINUE SCREEN

After the Results screen displays, you'll have the chance to continue playing the current Tetris game. Press START before the countdown reaches zero to re-enter the game you just finished.

TETRIS TIPS

- Glance at the Next Block window to see what's coming next. You can plan ahead where to put the next blocks – and win faster!
- The Guidelines help you see what column your block is falling in. Use them!
- When you stack blocks, try to keep 2 vertical spaces clear. This makes it easier to get a combo - and a higher score.
- You can rotate blocks in mid-fall, or the moment they reach the bottom. Try this trick to see how helpful it is. Use it to win Target Tetris!

- Magical Tetris is all about scrambling to get the next block. Use Quick Drop (Control Pad up) to get the block you need.
- Play different characters to see different game endings.
- When you win Tetris Quest as one character, play again as another. See what happens!

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